



## **Breakheart Reservation**

Department of Conservation and Recreation

## SEPTEMBER AND OCTOBER 2021 PROGRAMS

All Programs are free and open to the public. An adult must accompany children. Reasonable accommodations available upon request. Parking fees may apply depending on program location. Please follow all current COVID guidelines:

Sundays September 12, 26, Pearce Lake Beach October 10

FAMILY FISHING, 10:00 -11:30 a.m.

Join our park interpreter for a drop-in fishing program! Learn how to fish, what fish live in our ponds, and how to catch and release responsibly. Bait and a handful of rods will be provided but feel free to bring your own gear and fish with us and share your tips! No license required if fishing in this program. Meet at the dock on Pearce Lake Beach. Rain cancels.

Sundays September 5, 19, October 3

STORIES IN STONE HIKE, 10:00 a.m. - 12:00 p.m. Visitor Center, 177 Forest Street, Saugus

Breakheart has been shaped not only by nature but by the many people who have called it home. Join our park interpreter to discover this history through the stone artifacts they left behind. This is a 2.5 mile, moderate hike along rocky trails, with several stops. Best for adults and older children with a keen interest in history. Meet outside the Visitor Center. Rain cancels.

Sundays September 5, 12, 19, 26, October 3, 10

INVESTIGATION STATION, 1:30 - 3:00 p.m.

**Pearce Lake Beach** 

What animals call these woods and waters home? Drop in anytime to learn about some of our furry, feathered, scaly and slimy residents! A different topic will be featured each week. All ages. Rain cancels.

**Fridays** October 1, 8

WE WALK THE WOODS, 10:00 a.m. - 12:00 p.m., September 17, 24, Visitor Center, 177 Forest Street, Saugus

Join the Park Interpreter for this weekly hike! Each trip will highlight natural and historic features that make Breakheart unique. Hikes will range from 2-4 miles and travel on uneven and rocky terrain. Best for ages 8 and up. Meet at the Visitor Center. Heavy rain cancels.

